SECURITY ALERT™

User's Manual

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COMMODORE 64

PUBLISHED BY: FIRST STAR SOFTWARE, INC.

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INTRODUCTION

Have you ever wanted to live the exciting life of a master spy? Finally, you can experience the thrill on your computer.

SECURITY ALERT is a fully animated strategy adventure game. You will have the opportunity to penetrate the defenses of a bank, a research institute, a jewelry store, a museum, and even a foreign embassy. Using multiple perspective graphics with both top and side view, you will have to find your way through more than 1400 rooms.

You will face some of the most advanced security defenses in the world, hidden cameras and microphones, infrared beams, motion and heat detectors, weight sensitive floors and much more. Don't worry, you are equipped with some high-tech gadgets of your own.

Any master thief knows that he must prepare for his missions. So, before you dive into the game, spend some time reviewing the information in this manual.

GOOD LUCK!

GETTING STARTED

Requirements

In order to run **SECURITY ALERT** you will need the following equipment:

- A Commodore 64, 64C, SX64, 128, 128D(the latter two in C-64 mode) computer.
- A 1541, 1571 or compatible 5 1/4" disk drive set up as unit 8, drive 0.
- A joystick plugged into Control Port 2.
- A color monitor or TV set is preferable.

NOTE: Please be sure you have the computer properly hooked up and are familiar with its operation. If there are questions about the computer, please refer to your owner's manual.

Loading

Switch on the computer. If you are using a Commodore 128, switch it into C-64 mode by pressing the **C=** key while turning on the computer or by typing the command **GO64** and pressing the **RETURN** key. Insert the SECURITY ALERT diskette into the disk drive (unit 8). Type **LOAD "*",8,1** and press the **RETURN** key. The program will then load and run.

Entering the single character code

As a method of copy protection, a single character code must be typed in each time the game is run. You will be asked to type a character from a specified row and column. Find this on the code card included with the program. Type the single character and the program will continue. If you mistype, you will be told to try again. If you mistype three times, the computer will lock up.

After you enter the single character code, you will be prompted to flip the disk. After turning the disk over, re-insert it into the drive and press the **FIRE** button. The program will the load the assignment selection screen.

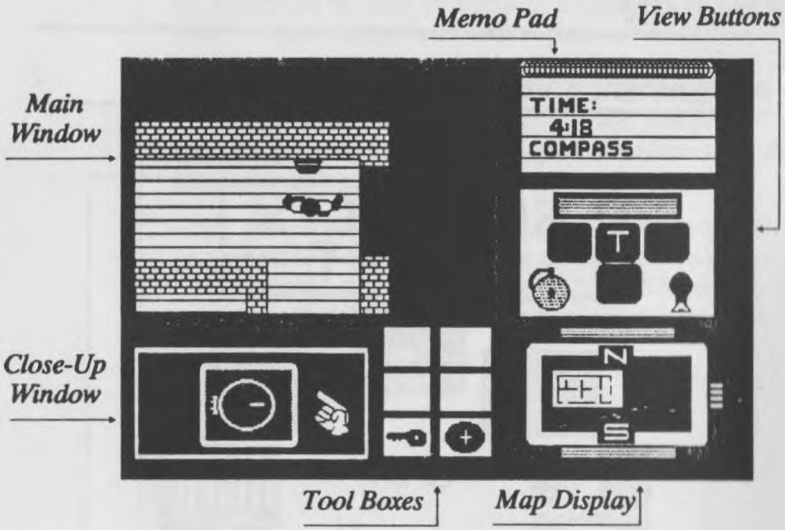
OPERATION

Assignment Selection Screen

Move the character on his motorcycle to the bottom of the screen. Highlight the difficulty level of your choice (i.e. **NOVICE, INTERMEDIATE, EXPERT**) by driving over it.

Next, move the character onto any of the five buildings. The buildings are more difficult as you progress from the Jewelry Store (easiest) to the Embassy (most difficult). You will note the lights in the building turn on. Press the **FIRE** button to begin the game.

Main game screen



About the main screen

The main game screen has six major components: Main Window, Close-Up Window, Memo Pad, Alarm Status and View Buttons, Tool Boxes and Map Display (see Playing the game for more details on using each section).

The **Main Window** is where all of the movements of your character take place. When this window is active, you can move (walk, jump or crawl) your character around the building and up to objects for closer inspection or manipulation. The **Close-Up Window** is where you manipulate an object (like the safe in the above illustration). The **Tool Boxes** hold all of the tools and objects that you might need. The **Map Display** (see Map Display section) helps you keep track of where you and the guards are in the building. You can change the perspective (top or side view) as well as the direction of the view in the Main Window by using the **View Buttons** or the designated keys on the keyboard. The **Memo Pad** keeps track of the game time, your coordinates, and any clues you find along the way.

Commands

Listed below are the commands and action sequences that you can use in SECURITY ALERT.

> **NOTE:** When you want to single-click, press the **FIRE** button once. To double-click, press the **FIRE** button twice in quick succession.

Walk - move the joystick in the desired direction.

Crawl - press **FIRE** button and pul joystick down. Once on the floor, move the character as in walking.

Stand up - form the crawling position, press the **FIRE** button and push joystick up.

Jump - press **FIRE** button and push joystick up, then move the character as in walking. You must be standing before you can jump.

Stop jumping - press **FIRE** button and pull joystick down, then character will walk.

Open unlocked doors, safes, etc. - walk to the object, then press the **FIRE** button. After the object appears in the Close-Up Window, touch with hand cursor and press **FIRE** button once. If locked, use key, card or tool to unlock.

Use a tool or key in the Close-Up Window - use hand cursor to select object from tool box, single-click and drag the item into the Close-Up Window. When tool is positioned, press **FIRE** button once.

Take/pick-up objects out of safes, etc. - select with hand cursor and double-click **FIRE** button. Next, drag to the Tool Box and single-click to drop the object into the Tool Box, or drag the object up into the Main Window. The object will automatically appear in a Tool Box and start to flash. This object will automatically be used at the appropriate time. For example, doors can be unlocked without using the Close-Up Window by walking up the the door while "carrying" the correct key.

View contents of a safe - Press **FIRE** button once as each object appears, to see next item.

Use a tool or key in Main Window - use hand cursor to select item from tool box and drag towards the Main Window. The icon will flash in the tool box indicating character is "using/carrying" the item in the Main Window.

Access the hand cursor when in the Main Window - to use the hand cursor at any time while in the Main Window, double-click the **FIRE** button. The hand cursor will appear over the **T** View Button.

Toggle between top and side views - press the **V** key or select the **T** with the hand cursor on screen.

Rotate top or side view 90 degrees left - press the **J** key or select the **<** with the hand cursor on screen.

Rotate top or side view 90 degrees right - press the **K** key or select the **>** with the hand cursor on screen.

Rotate top or side view 180 degrees - press the **M** key or select the **V** with the hand cursor on screen.

Pause - press the space bar. 3 options are presented:

> **1. Abort** - end the game and return to assignment selection screen.
>
> **2. Replay** - end the game and start a new game in the same building and level of difficulty.
>
> **3. Resume** - continue playing the current game.
>
> Press the corresponding numeric key.

Summary of Game Elements

The object of SECURITY ALERT is to break into one of the game's five types of high security buildings, avoid or disarm the detection devices, locate the "treasure" object and find the escape key (large gold key). With the treasure and gold key in your position you must escape within the limited time. All without being caught by the roving robot guards.

The five buildings include a JEWELRY STORE, MUSEUM, BANK, RESEARCH INSTITUTE and a FOREIGN EMBASSY. A given building can have more than one floor and there are a few different floor plans for each of the five buildings.

Detection devices

Listed below are all of the detection devices that are present in the buildings, although not all of the devices are in any one building. Also listed with each device is the tool(s) or actions that you will need in order to disable, destroy or bypass the device without sounding an alarm. Detection devices can often be tampered with and destroyed. However, an alarm will be sounded. In other cases, tampering with a detection device may sound an alarm and the detection device will remain intact.

Camera

Defeating tool: **mirror**
The player must crawl beneath the camera by approaching from a direction perpendicular to the direction the camera is facing. For example, if a camera is located on a North wall facing South, the player must crawl towards the camera from the East or West. Once under the camera, the mirror can be attached.

Heat detector

Defeating tool: **spray can** (only works for the given room and only lasts while you stay in that room).

Sound detector (microphone)
Defeating action: **crawling**

Motion detector
Defeating action: **walk or crawl very slowly**

Horizontal or Vertical beams (infrared beams)
Defeat invisibility tool: **goggles**

Weight detector (pressure sensitive floors)
Defeating action: **jumping on safe visible floor tiles while avoiding detection tiles.**

Darkness (lights off)
Defeating tool: **Flashlight.**

Containers

Containers may contain controls or any number of tools. They can be opened and closed, but they can never be destroyed. The controls or locks on the containers can be destroyed. Containers may have weight sensors that are not displayed. (see Tools: Book).

Control container - contains only a device control.

Wall safe - can contain any tool, treasure or memo.

Controls

Controls turn detection devices ON or OFF. They also control the tamper-sensing alarms on the detection devices. One control can control up to three devices (detectors or electronic locks) at the same time. Controls are always located in a Control Box. The hand cursor is the only tool that successfully operates a control, with the exception of circuit boards. The circuit board is manipulated in the Close-Up Window only (see Figure 10 regarding use of alligator clips and wire cutters).

Push button - there is no visual indication of the ON or OFF position. However, you may see the ON/OFF light on the controlled device.

Switch - has the ON and OFF positions clearly marked.

Keypads - used to turn OFF a device or open doors. It requires a two digit code and use of the entry key.

Elevator control - the only control that doesn't control any device. It simply moves the elevator one floor up.

Circuit board - located in control boxes, circuit boards have 3 wires. You can cut all or any of the 3 wires and jump two of them. This produces 24 possible combinations (see Figure 10).
Cutting tool: **wire cutters**
Jumping tool: **alligator clips**

Locks

Locks are found in doors and on containers. They can be opened automatically in the Main Window if the proper key is the currently selected tool (flashing in the Tool Box while the player is active in the Main Window). Otherwise they can be manipulated in the Close-Up Window

Key lock - there are 4 color coded types of key locks: Red, Green, Blue and Yellow. The building's design assigns certain colors to special places. To open a color coded lock, the player needs to use a key of the same color.

Card key lock - these locks are opened using magnetic cards which are also color coded.

NOTE: For both key and card locks, there may be more than one key/card of the same color, so you must keep track of which is which.

Electronic lock -electronic locks can be operated by any of the control devices.

Tools

Tools are found in containers. They are used to manipulate detectors, controls and/or locks.

When you find a tool, you can store it in an empty tool window, or it can be swapped for one previously stored. You can also drop the tool back into a container. You can carry a maximum of 6 tools, and can select only one a time. A selected tool acts automatically in the Main Window or manually in the Close-Up Window.

Memo - memos contain hints, like the location of controls, code numbers for keypads, etc. If a player finds and takes a memo, it will be stored automatically in the Memo Pad. The player can read anything in his Memo Pad at anytime during the game by selecting the hand cursor and single-clicking in the Memo Pad.

Money - the main purpose of money is to add points to your score. The amount of money you have is displayed in the Memo pad.

Compatt - when found and stored in the tool window, the coordinates of your location will be displayed in the Memo pad (see sample floor plan enclosed). F1 indicates first floor. Letters represent the player's position, left or right. Numbers represent the player's position, up or down.

Alliga or clip wire - these are used to 'jump' wires in circuit boards. You can select the two wires you wish to 'jump' before you cut them. You can return and pick up alligator clip wires at any time after using them.

Wire cu ert - these are used to cut wires in the circuit boards. The wire will remain cut for the remainder of the game.

Hammer - used most commonly to destroy a device, control or lock.

Drill - use when all else fails.

Screwdriver - don't leave home without it.

Gogglet - when selected as the current tool, any active and invisible infrared beams will become visible.

Spray can - this tool can cool off a room to defeat a heat detector. In order to avoid detection, you must spray the can in the Close-Up Window after you have entered an area monitored by a Heat Detector, but before entering the range of the Heat Detector. (NOTE: the spray can cannot be "carried" and used automatically.)

Flashlight - when selected in a dark room, it turns on the lights in that room, as displayed in the main window.

Book - used in containers with weight sensitive devices. If an object is taken, it must be swapped with the book or an alarm may be triggered.

Mirror - These can be attached to fool cameras (see Camera under detection devices).

Walkie Talkie - used to lead guards away from your location. By using a Walkie Talkie in the Close-Up Window, you transmit a signal to the other Walkie Talkie located somewhere in the building. The guards will hear the receiving Walkie Talkie and travel towards it. Note: You can move the Walkie Talkies to any SAFE you desire and signal to it later.

Electronic decoder - when used on a keypad, it will display a combination in the memo pad. These numbers are not necessarily correct.

Keys - open key locks and are color coded with the color of the lock. However, every lock has an assigned key (i.e. not every red key opens every red lock).

Key card - same as keys.

Dynamite - found in containers, it is used to blow holes in walls.

Time bomb - these can be dropped in a given location. If the guard or player passes through the "booby-trapped" area within the required time, the bomb will explode and kill either the guard or player.

Gas grenade - works like the time bomb, but doesn't kill the guard. It will immobilize either the player or the guards if they step into the room where the grenade is located.

Treasures

Treasures are the objects that you are searching for. They correspond to the different buildings as follows:

Jewels - jewelry store.

King Tut - museum.

Gold - bank.

Secret formula - research institute.

War plans - foreign embassy.

Alert levels

The colored bar above the view buttons is the Alert Level Indicator. There are four possible levels of alert: Green, Yellow, Red and White. Green is normal and White is maximum alert. As your character tampers with devices or is detected by any detection devices, the alert level rises. The alert level will gradually return to Green if your character manages to avoid detection.

If you are detected by a device such as a camera or microphone, move out of range or stop making noise (crawl) as soon as possible. The longer you remain under detection, the higher the level of alert.

Guards

Guards never stop. They move constantly and their behavior follows the following rules based on the different alert levels:

Speed - guards move at 4 different speeds according to the alert level as reflected by the color of the alert level indicator. The default speeds are equal to 1/2, 3/4, 1 or 1 + 1/4 times the speed of your character.

Doors - based on the different levels of alert, the guards:

a) do not open any doors
b) open and close unlocked doors
c) open locked doors and close them, leaving them unlocked
d) open any door and close and lock them behind them.

Line of vision - based on the alert level, the guards see the intruder at a certain range. The higher the alert level, the greater the range of the guards vision. They can not see through closed doors or walls, but they can see through open doors.

Modes - the guards patrol in one of the following modes:

a) random patrol
b) responding to alarms
c) chasing the player

Game play

Moving your character

The character can be moved in any of 8 possible directions, and in any of three different modes: walking, jumping or crawling. Moving the joystick in any direction will move the player in that direction, without changing the mode.

Opening and closing doors

Position your character in front of the door and press the **FIRE** button once. Whether the door opens or not depends on the currently selected tool (see Tools). Failure to open a door or to lock it after closing it will always bring up the Close-Up Window automatically (see Close-Up Window below) to allow you to select the proper tool. The examples below show the effects on a door for different types of tools:

Correct tool: always opens or closes any door. Also, it locks the door after closing, if there is a lock.

Successful tampering tool: same as above, but if lock is tamper- sensored the alarm will go off.

Unsuccessful tampering tool: always closes a door, but fails to lock it. Success in opening the door depends on the status of the lock: if unlocked or broken, it will open, if locked, it won't. The close up window will show the lock if the lock fails to lock or unlock. In all cases, the alarm will go off if the lock is tamper-sensored.

Destruction tool: always succeeds in opening or closing a door, but lock will be destroyed and alarm will go off.

Any other tool: always opens or closes a door unless it is locked. Never locks the door after closing it. The lock will appear in the Close-Up Window if it fails to lock/unlock.

Examine container

Position your character facing the container and in close proximity. Press the **FIRE** button once. Control will pass to the Close-Up Window. How the object is displayed in the close up window depends on the type of tool being used. If the container opens, it will be displayed in the open position and any object inside the container will be shown automatically. If the container fails to open, it will be shown as closed. At this point you will have to defeat the lock if you want to open the container.

Examine detector

Position your character facing the detector and in close proximity. Press the **FIRE** button once. Control will pass to the Close-Up Window. Rules concerning the currently selected tool will apply. You can disable or destroy the detector, but alarms may go off.

Examine any object in a room

Position your character outside the range of any object, but facing the object. Press the **FIRE** button once. The currently selected tool does not act upon the object because you are out of the immediate range of the object. Control passes to the Close-Up Window and the current tool will be enabled. The four possible situations follow:

a) If there is no object to be examined, nothing will be shown, but you can use or select tools.

b) If there is a detector, it will be displayed showing its status (on or off).

c) If there is a container with a closed lock, it will be displayed. If there is no lock or it is broken or unlocked, the open container will be displayed along with access to all of the objects inside of it.

d) If there is a door (opened or closed) with a lock (locked or unlocked), the lock will be shown. If there is no lock, or the lock is broken, nothing will be shown.

Change building display.

Either use the **V** key or position your character away from any object and press the **FIRE** button twice. The hand cursor will be displayed over the view buttons. See view buttons below. Note: you can next move the hand over to the Close-Up Window if you want.

Re-enter Main Window

Dragging the hand cursor or any tool into the Main Window will automatically close the Close-Up Window and activate the Main Window.

Close-Up Window

Whenever control is not in the main window, a cursor is displayed. The cursor usually represents the currently selected tool. However, if there is no tool selected or the cursor is outside the Close-Up or Tool Windows the cursor will be a hand.

Select a tool

Tools can be picked up, dropped, swapped or scanned in the tool boxes or in open containers. When exiting the Close-Up Window, the last tool selected will be dropped automatically into the tool box. The tool that was dropped will become the currently selected tool in the Main Window and will flash in the tool box.

In tool boxes

a) if the current tool is the hand, point at the desired tool and press the **FIRE** button once.

b) if the current tool is not the hand, point at any empty box and press the **FIRE** button once to drop tool. To select a different tool, point at desired tool and press the **FIRE** button again.

In open containers

a) if the current tool is the **hand**, each click will display another tool, memo or money from the container. Double-click to pick up the desired tool, memo or money that is displayed.

b) if the current tool is a **book**, press the **FIRE** button to swap the book for the desired tool.

c) if the current tool is any other tool, press the **FIRE** button once to drop the current tool if the container has room. Press the **FIRE** button once to swap the tools if the container is not empty. Double-click to drop the tool if the container is not empty.

Using tools

To use a tool on an object, place the tool over the object.

a) If the object is an open container, see Select a tool above.

b) If the object is a closed container, press the **FIRE** button once to show the lock.

c) If object is a lock, select the proper tool to unlock the lock and press the **FIRE** button. If successful, the container will be shown open along with any objects inside. If unsuccessful, depending on tool used, lock may be broken, alarm may sound or nothing will happen.

d) If object is a control or detector, select the proper tool to manipulate the device and press the **FIRE** button. Result will depend on the type of tool used.

e) If there are no objects in the Close-Up Window, you may drop special tools in the room (i.e. bombs, etc.).

Exit Close-Up Window

To return control to the Main Window, move **hand cursor** to the Main Window.

View Buttons

To access the view buttons, double-click in the Main Window away from any object and the hand cursor will appear by the **T** in the View Buttons Window.

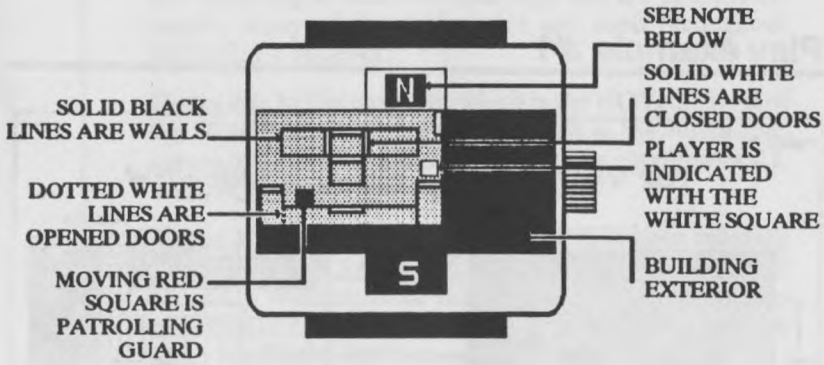
The View Buttons can also be accessed from the Close-Up Window by simply moving the current tool over to the View Buttons Window. In this case, the cursor will be converted to a hand as soon as it leaves the Close-Up Window.

Toggle top/side views: place the hand cursor on the center **T** button and press the **FIRE** button or press the **V** key on the keyboard. The Main Window display will change from the top view to the side view and vise versa.

Buildings orientation: place the hand cursor on either the right or left arrow buttons and press the **FIRE** button or use the **J** or **K** keys on the keyboard. The building display will rotate 90 degrees in the direction indicated. By changing the view, you can examine any wall in a room in either a side or top view display.

Memo Pad Window

The Memo Pad/portfolio Window is one of the locations you can access with the hand cursor. Clicking on the memo pad "leafs" through the materials in your portfolio (any clues, numbers, codes, etc.), game status and your score.


SEE NOTE BELOW
SOLID WHITE LINES ARE CLOSED DOORS
PLAYER IS INDICATED WITH THE WHITE SQUARE
BUILDING EXTERIOR
SOLID BLACK LINES ARE WALLS
DOTTED WHITE LINES ARE OPENED DOORS
MOVING RED SQUARE IS PATROLLING GUARD
N
S

Map Display

The map display will give you an overview of the current building's floorplan. It will also show you which direction you are facing, the position of the guards, your location and whether doors are open or closed.

NOTE: In the "TOP" view, this indicates the direction to the top of the screen. In the "SIDE" view, it indicates the player's view forward. The view indicated by the compass direction represents the player's point of view. It may NOT be the same direction that the character on screen is facing. The player (you) may be looking at the North wall, which contains the safe, while the character on screen may be facing South. That is why you can see his face (if you are using the side view) or he will be facing South in the top view. If you press "M" on the keyboard, the view will change. The "S" will appear at the top of the Map Display and if you are using the side view, the safe will have disappeared and you will be looking down the hall to the South. If you were in the top view, the safe can now be seen, but on the wall below the character. As before, his face will be facing South, so he is facing up, to the top of the screen..

Play example #1

Figure #1

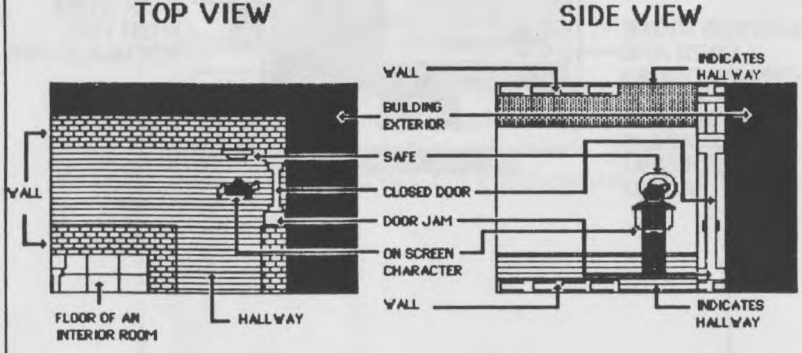
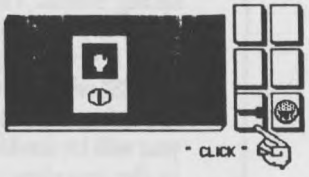


Figure #2

Figure #3-A

Figure #3-B

Figure #4-A



This section takes you step-by-step through opening a safe and removing its contents. Although this is a specific example, many of the technigues are used throughout SECURITY ALERT.

Figure #1: In this example, which is the NOVICE level of the JEWELRY STORE, you will start in the North East corner of the building. These are compass cooridnates **E 1.** Walk FORWARD (North) to the SAFE.

Figure #2: Press the **FIRE** button ONCE upon reaching the SAFE. The SAFE will automatically appear in the Close-Up Window. Note that the HAND CURSOR also appears just outside the Close-Up Window, partially in the lower left TOOL BOX containing the BLUE KEY.

Figure #3-A: Use the JOYSTICK to move the HAND CURSOR on to the SAFE in the Close-Up Window. When the HAND CURSOR is touching the SAFE, press the **FIRE** button ONCE.

Figure #3-B: The SAFE will open and the INTERIOR LOCK will appear.

Figure #4-A: Use the JOYSTICK to move the HAND CURSOR back to the TOOL BOXES. Press the **FIRE** button once to pick up the BLUE KEY.

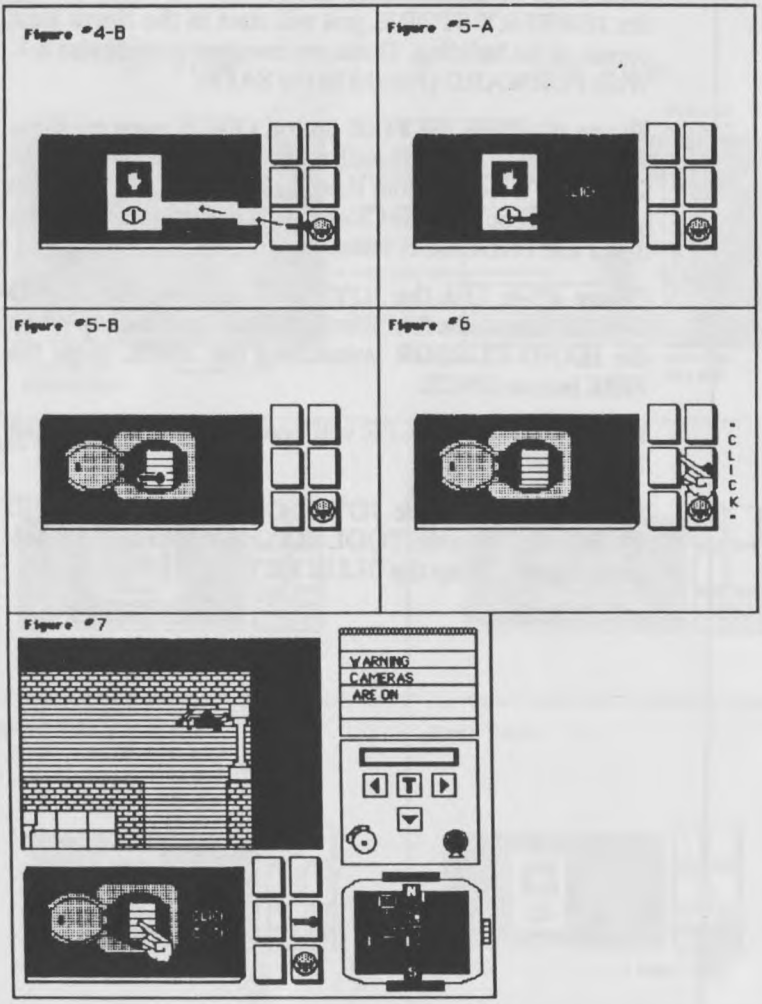


Figure #4-B
Figure #5-A
Figure #5-B
Figure #6
•CLICK•
Figure #7
WARNING
CAMERAS
ARE ON
N
S

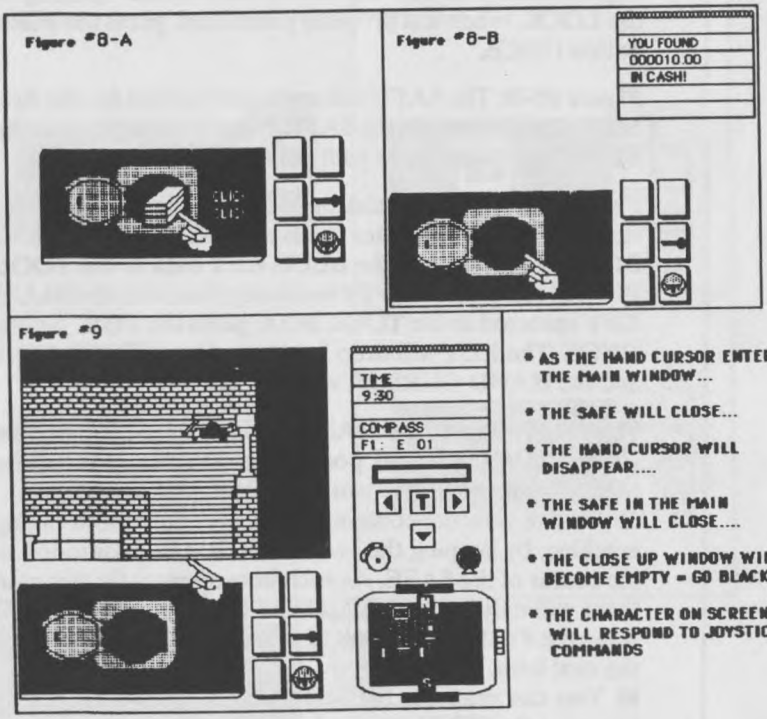
Figure #4-B: The HAND CURSOR will disappear and the BLUE KEY will now respond to movement of the JOYSTICK. Drag the BLUE KEY back into the Close-Up Window.

Figure #5-A: Position the BLUE KEY at the opening of the LOCK. When it is properly positioned, press the **FIRE** button ONCE.

Figure #5-B: The SAFE will open and the icon for the first MEMO will appear in the SAFE. Note, that at this time the BLUE KEY is acting as your cursor.

Figure #6: In order to read the MEMO and search the contents of the SAFE, return the BLUE KEY to the TOOL BOX. To do this, drag the BLUE KEY back to the TOOL BOXES (select an EMPTY tool box); then, with the BLUE KEY centered in the TOOL BOX, press the **FIRE** button ONCE. The KEY will drop into the selected TOOL BOX and the HAND CURSOR will appear.

Figure #7: Move the HAND CURSOR back into the Close-Up Window and position it over the icon of the MEMO. You now have two options:
a) you can view the contents of the SAFE, without taking anything, by keeping the HAND CURSOR positioned in the center of the SAFE. As each item appears (in this case there will only be the MEMO and the stack of MONEY) press the **FIRE** button ONCE as each item appears to see the next item.
b) You can read the MEMO by DOUBLE-CLICKING (pressing the **FIRE** button twice very quickly). You will see and hear the MEMO being typed in the MEMO PAD in the top, right corner of your screen. The message reads **"WARNING CAMERAS ARE ON".**



- AS THE HAND CURSOR ENTERS THE MAIN WINDOW...
- THE SAFE WILL CLOSE...
- THE HAND CURSOR WILL DISAPPEAR....
- THE SAFE IN THE MAIN WINDOW WILL CLOSE....
- THE CLOSE UP WINDOW WILL BECOME EMPTY - GO BLACK
- THE CHARACTER ON SCREEN WILL RESPOND TO JOYSTICK COMMANDS

Figure #8-A: After the MEMO has been written, the next object (the stack of MONEY) will appear in the SAFE in the Close-Up Window. The MONEY can be collected by again DOUBLE-CLICKING while keeping the HAND CURSOR positioned in the center of the SAFE.

Figure #8-B: As the MONEY is collected, you will receive credit in the MEMO PAD and the SAFE will empty. (MONEY collected during the game contributes to your overall score.)

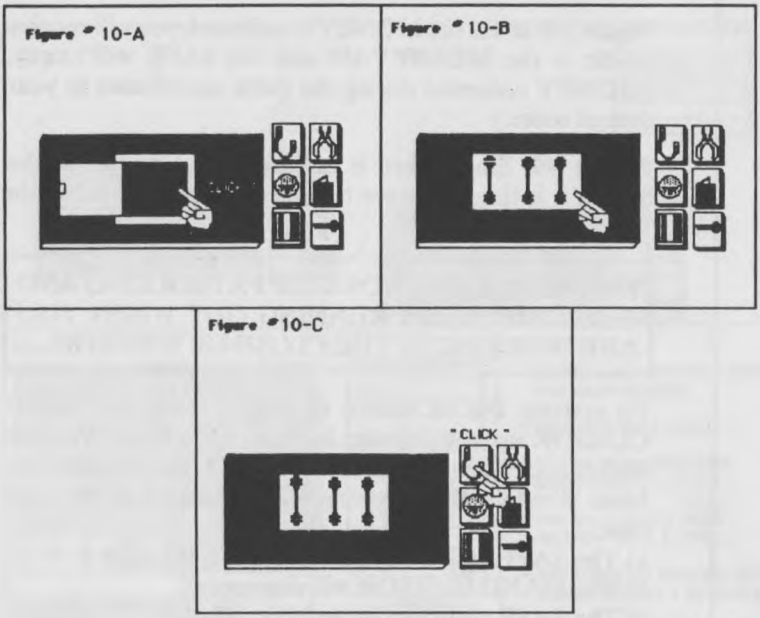
Figure #9: Since there is nothing left to collect in the SAFE, it is time to return to the action, back to the Main Window.

> **REMEMBER**: GUARDS KEEP PATROLLING AND THE TIME KEEPS RUNNING OUT WHEN YOU ARE WORKING IN THE CLOSE-UP WINDOW!

To activate the on screen character, move the HAND CURSOR up, towards the bottom of the Main Window. Automatically, as soon as the HAND CURSOR enters the Main Window, the following will all happen at the same time:

a) The SAFE will close in the Close-Up Window
b) The HAND CURSOR will disappear
c) The SAFE will close in the Main Window
d) The Close-Up Window will become empty (turn black)
e) The on screen character will respond to the JOYSTICK.

Play Example #2



This section takes you step-by-step through opening a control container and bypassing a CIRCUIT BOARD. Although this is a specific example, many of the technigues are used throughout SECURITY ALERT.

In this example, which is the NOVICE level of the RESEARCH LAB, you will have to have found and used the DYNAMITE to get far enough into this level to find the ALLIGATOR CLIPS located in the safe at coordinates G/02. ALLIGATOR CLIPS are used to jump wires BEFORE cutting them, this keeping the circuit closed. You will also need the WIRE CUTTERS located in the safe at coordinates C/08. WIRECUTTERS are used to cut the wires AFTER you have "jumped" your selected wire combination using the ALLIGATOR CLIPS.

Figure #10-A: Having first placed the ALLIGATOR CLIPS and WIRE CUTTERS in your Tool Boxes, travel to the CONTROL CONTAINER located at coordinates A/06. Walk up to it and press the FIRE button ONCE. The GREEN PANEL will appear in the Close-Up Window. move the HAND CURSOR on to the GREEN PANEL and press the FIRE button ONCE. Since the panel is locked, use the YELLOW MAGNETIC CARD to open the panel. When the panel opens, the CONTAINER will seem to be empty.

Return the YELLOW CARD to the Tool Box. Now, with the HAND CURSOR positioned in the center of the opened CONTAINER, press the FIRE button ONCE again.

When searching control containers, always check inside what appears to be an empty container. Blade Switches; Push Buttons; Keypad Locks; Circuit Boards; etc. are located in these containers.

Figure #10-B: You will see three wires on the CIRCUIT BOARD. The question now is, which wire or wires, if cut, will sound the ALARM? Also, what DETECTION DEVICE(S) OR LOCK(S) are controlled by this panel?

Figure #10-C: Move the HAND CURSOR over into the Tool Box and pick up the ALLIGATOR CLIPS. (Press FIRE button ONCE.)

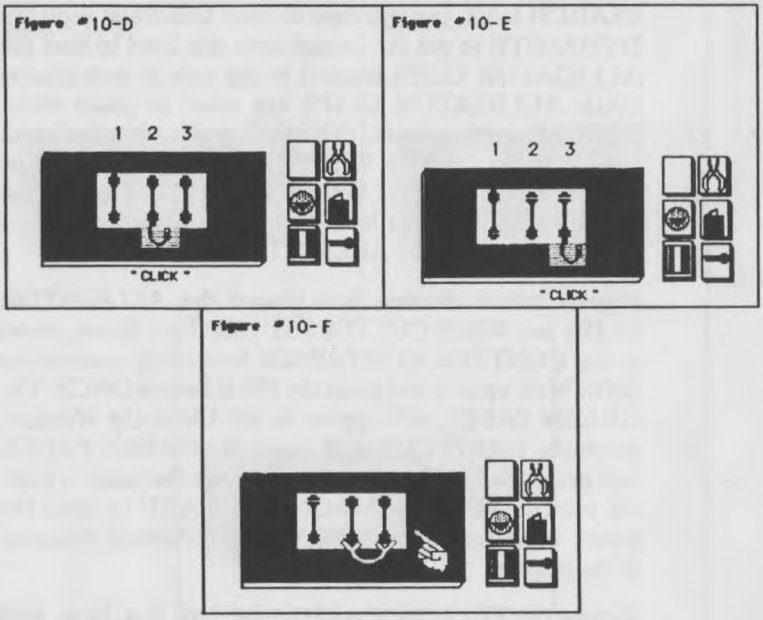


Figure #10-D
1 2 3
"CLICK"
Figure #10-E
1 2 3
"CLICK"
Figure #10-F

Figure #10-D: To jump the wires number 2 and 3, proceed as follows:
a) Drag the ALLIGATOR CLIPS from the Tool Box into the Close-Up Window.
b) Place the TOP ALLIGATOR CLIP exactly onto the base of the contact for the middle wire (wire #2). Line up the dark spot in the top clip with the center of the base of wire #2. Once correctly positioned, press the FIRE button ONCE.

Figure #10-E: Now, to connect the other end of the jumper cable to wire #3, again drag the TOP ALLIGATOR CLIP exactly onto the base of the contact for the wire on the right (wire #3). Line up the dark spot in the top clip with the center of the base of wire #3. Once correctly positioned, press the FIRE button ONCE.

Figure #10-F: If everything has been done properly, the instant you press the FIRE button as instructed in **10-E** above, the JUMPER CABLE will appear bridging BOTH wires #2 and #3. You are now ready to start cutting the wires. (You may return to the ALLIGATOR CLIPS later in a game to use them again if needed...but wait to cut the wires BEFORE removing them.)

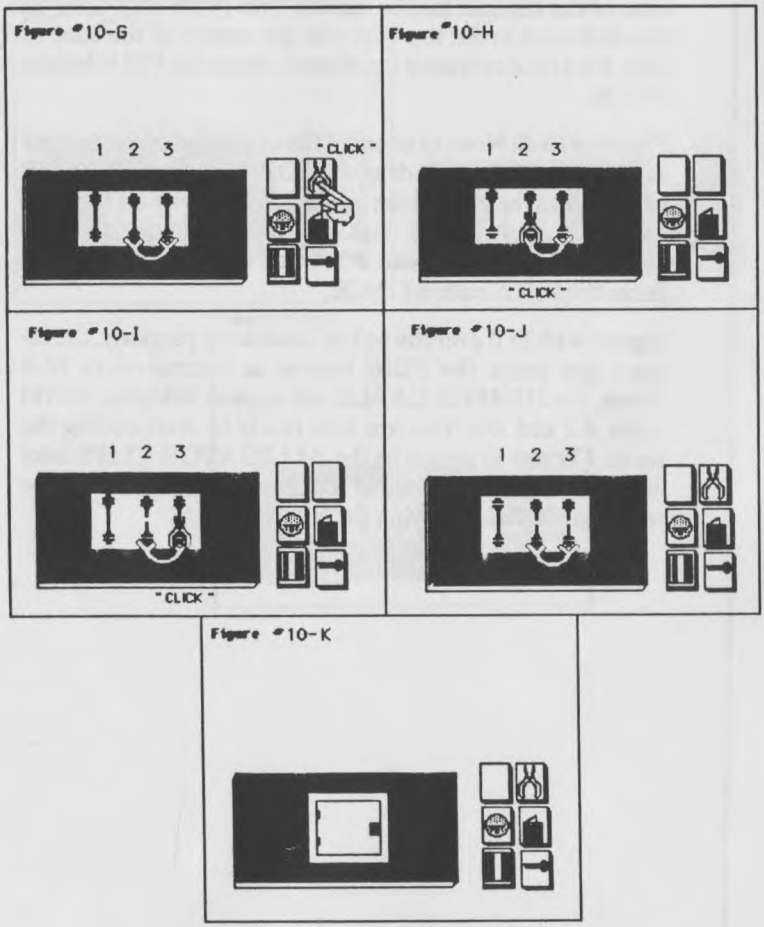


Figure #10-G
1 2 3
"CLICK"
Figure #10-H
1 2 3
"CLICK"
Figure #10-I
1 2 3
"CLICK"
Figure #10-J
1 2 3
Figure #10-K

Figure #10-G: Move the HAND CURSOR back to the Tool Box and pick up the WIRE CUTTERS by centering the HAND CURSOR in the appropriate Tool Box and pressin the FIRE button ONCE.

Figure #10-H: Drag the WIRE CUTTERS into the Close-Up Window and position them in the center of the selected wire, which in this example is the middle wire (wire #2). Once properly positioned, press the FIRE button ONCE. You will see and hear wire #2 being cut.

Figure #10-I: Drag the WIRE CUTTERS to the right and position them in the center of the third wire (wire #3). Once properly positioned, press the FIRE button ONCE. You will see and hear wire #3 being cut and if the proper wires were jumped you will NOT trigger the ALARM!

Figure #10-J: Return the WIRE CUTTER to the Tool Box. Then, move the HAND CURSOR back up into the Main Window.

Figure #10-K: The GREEN CONTROL PANEL cove will close and the action will start back up in the Main Window.

Game Play Hints

1. Upon entering a room, close the door behind you. This way, guards on routine patrol will walk by you. In high stages of alert, you will need to lock the door to keep the guard(s) out.

2. To move faster about a building, "carry" a key with you. You will open locked doors just by walking up to them. (You will NOT have to manipulate the key into the lock in the Close-Up Window). In the easier levels, the key you start with is used most often in that building. You are carrying whichever item is flashing in the Tool Boxes while you are working in the Main Window.

3. In buildings with infrared beams, "carry" the goggles to detect beams and check the side and top views alternately. Vertical beams need to be walked around (Top View = Left or Right). The Horizontal beams need to be crawled under or jumped over (Side View = Crawl or Jump).

Additional Information

Backups

Backup copies of the Security Alert disk is available directly from IntraCorp. The $6 charge for the disk can be paid by check, American Express (sorry, we cannot accept Visa or MasterCard phone orders), or COD. To order, write to IntraCorp, Inc., 14160 S.W. 139 Ct., Miami, FL 33186 or call 1-800-INTRACO [(800) 468-7226)] between 10 a.m. and 5 p.m. Eastern time (Monday through Friday).

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